Weekly planner

Week-6

Name of the faculty: Chumki Sinha

Subject: Computer Science

Day: Monday and Wednesday Date: 18/02/2024-20/02/2024	**Learning objective & outcome: By the end of the lesson the students will be able to-** ● **Day 1** ● **Know about the scratch screen.** ● **Describe the sprite & backdrops.** ● **Day 2** ● **Describe the basic scripts** ● **motion , looks , sound , pen , control** ● More on blocks ● duplicate, detach, delete ● drawing polygons .
Chapter & topic/concept	**Learning engagements:**	**Tools & Resources**
Chapter- 5: Scratch Programming	**Day 1:** **Ice breaking (5 minutes):** **Greetings** and a short recap on the programming **Development Activities: (30 minutes):** Lab class will be taken Teacher will state the definition of scratch programming. 1. **about the scratch screen.**	Text Book, Marker, Board, Image, Chart paper,

	2. **Describe the sprite & backdrops.** **Closing activities (5 minutes):** Students will share if they have any query.	
Topic: Algorithm and flowchart Chapter: 6	**Day 2:** **Ice breaking (5 minutes): Greetings** and a short recap on scratch programming **Development Activities: (30 minutes):** Teacher will describe it with an example. 1. **Describe the basic scripts** 2. **motion , looks , sound , pen , control** 3. More on blocks 4. duplicate, detach, delete 5. drawing polygons **Group Work:** Some questions will be made by students. **Closing activities (5 minutes):** Feedback session and diary writing	Text Book, Marker, Board, Image, chart paper **Assessment tools & strategies:** Formative **Reflection (if any):**
Differentiation: By content/ process/ product/environment	**Home work:** Q1-2 from pg: 94	**Assessment tools & strategies:** Formative Assessment **Reflection (if any):**